



What's new in P4-16

Mihai Budiu

on behalf of the

P4 Language Design Working Group

P4 workshop

April 2023, Santa Clara, CA

Open-source Language Design Process

- Monthly meetings on zoom
 - First Monday of every month
 - See the p4.org calendar
- Any ONF member can participate
- Proposals and implementations tracked on github
- <https://github.com/p4lang/p4-spec>
- Discussion meetings available on github as well
- Changes prototyped in the open-source compiler
- We welcome new participants

P4-16 1.2.4 to be released

- Yearly release cadence
- Previous release was in July 2022
- Many clarifications
- A few small improvements
- Fully backwards compatible with 1.2.3

Clarifications

- Driven by formal modelling of P4 syntax and semantics
 - Several academic teams (Princeton, Cornell)
- “list expressions” -> “tuple expressions”
- Semantics of ‘exact’, ‘ternary’, ‘lpm’ is now part of the spec
- Semantics of “negative” ranges such as 5..2 (empty)
- Many small other fixes

New features

- `static_assert` – compile-time assertions

```
const bool _check = static_assert(V1MODEL_VERSION > 20180000,  
                                "Expected a v1 model version >= 20180000");
```

- Allow comparisons for tuples
- Optional trailing commas

```
enum E {  
    #if SUPPORT_A  
        a,  
    #endif  
        b,  
        c,  
}
```

A new list<> type

- Currently we only have list literals
- Can be used in constructor parameters

```
extern E {
    E(list<pair_t> data);
    void run();
}

control c() {
    E((list<pair_t>) {{2, 3}, {4, 5}}) e;
    apply {
        e.run();
    }
}
```

More kinds of expressions

- Invalid header and invalid union literals

`{#}` (a single token)

- Stack initializers

```
H<bit<32>>[3] s;
```

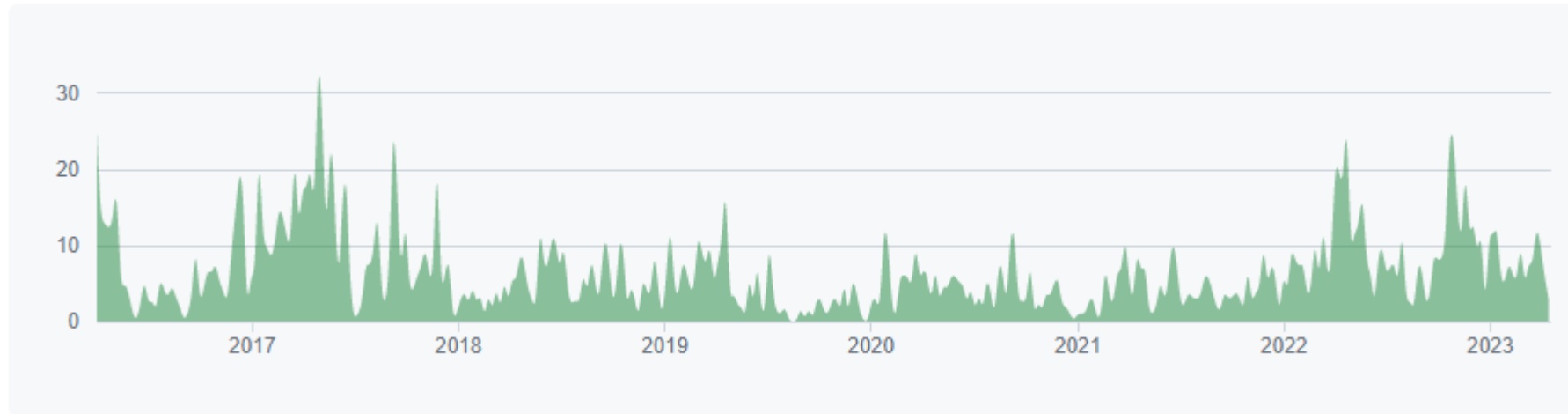
```
s = (H<bit<32>>[3]){ {0, 1},  
                    {2, 3},  
                    (H<bit<32>>){#} };
```

Non-const table entries

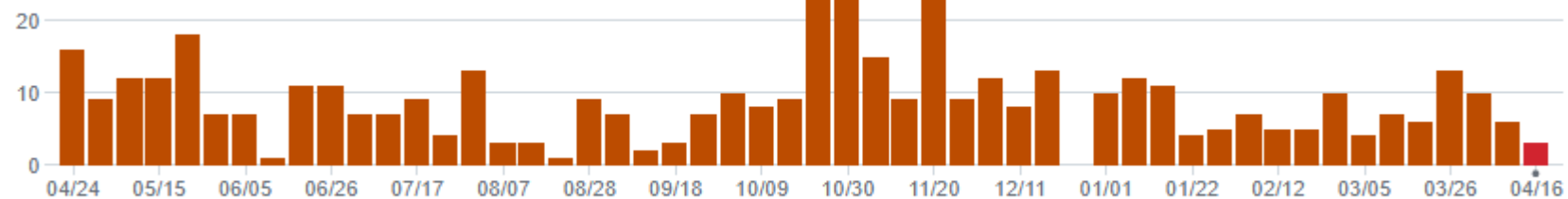
```
table t {  
    ...  
    largest_priority_wins = false;  
    priority_delta = 10;  
    entries = {  
        const priority=10: (0x01, 0x1111 &&& 0xF    ) : a(1);  
                           (0x02, 0x1181          ) : a(2);  
                           (0x03, 0x1000 &&& 0xF000) : a(3);  
    const                   (0x04, 0x0210 &&& 0x02F0) : a(4);  
        priority=40:        (0x04, 0x0010 &&& 0x02F0) : a(5);  
                           (0x06, _             ) : a(6);  
    }  
}
```


Compiler implementation

Contributions to main, excluding merge commits and bot accounts



Commits during the last 12 months



Open-source compiler contributions

- Several complex O/S backends contributed
 - DPDK backend (generates DPDK assembly)
 - P4 to ebpf/PSA – production quality
 - Testing backend – P4 test generation using symbolic execution
 - PTF (Packet Test Framework) Python-based testing for many backends
- Many bug fixes and improvements
 - Default initializers fully implemented (...)
 - Code style enforced across all languages
 - Improvements in build process
 - Loop unrolling for parsers